

A VIDEO GAME CARTRIDGE FROM  
TRIMMER BROTHERS

# JAMES BOND™ 007

FOR ATARI 5200® GAME SYSTEM

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## SETTING THE CONSOLE CONTROLS

- 1 Place the cartridge firmly into the cartridge slot
- 2 Plug one or two hand-held controllers into controller jacks labelled "1" and "2". Use the controller in the "1" jack for a one-player game.
- 3 Press the ON/OFF switch to ON.
- 4 Press the **D** button to select a difficulty level: either **KIDNAP** or **AGENT**.
- 5 Press the **\*** button to select the number of players, either 1 or 2.
- 6 Press the **START** button to begin.

To the tune of the James Bond theme, you'll see the title of the adventure as well as "GOOD LUCK MR BOND!" Agent 1" (or 2) refers to the first (or second) player! The number of available vehicles appears to the right. As Mr. Bond steps into the vehicle, he gives a brief demonstration of its capabilities, then speeds off to face the first adventure.

At any time during the game, you may press either **START** or **RESET** to begin again.

## THE HAND-HELD CONTROLLERS

The joystick on the hand-held controller maneuvers Bond's specially designed multi-pur-

pose craft. The craft moves forward with a right motion and slightly back with a left motion. An up or down motion causes the craft to jump or dive. In either case, gravity or buoyancy returns the craft to a water or land surface line.

## THE PAUSE BUTTON

At any time during the game, you may freeze the action. To do so, simply press **PAUSE**. To continue the action, press **PAUSE** again.

## YOUR ITINERARY, MR. BOND

In this game, you are Bond, James Bond. OOT the world's most famous secret agent. Renowned for your wit and confidence (not to mention your *bang-wit*) you've been selected by the British Secret Service for four clandestine, utterly critical, and nearly impossible missions.

These will be accomplished at the controls of a specially designed multi-purpose craft that boasts extraordinary capabilities. It has the properties of a car, a plane, and a submarine. And it's equipped with the latest weaponry. We think you'll find it more than adequate.

In brief, Mr. Bond, this is what lies ahead. First stop, Las Vegas in *Diamonds Are Forever*. No casinos, here. Rather, you've got to cross the desert in the dead of night. A very romantic place, indeed, when you're not being shot at.



We know you like a change of scenery. Bond, so the next stop is Sarafino in The Spy Who Loved Me. Sarafino brings underwater laboratory is your destination in this one. We're confident you'll know just what to do when you reach it.

In Monaco, you'll recognize your old nemesis Hugo Drax and his poison satellites. From your position on the lake, you must stop the satellites from ever reaching Earth.

We thought we'd top off the assignment with For Your Eyes Only. This one will take you below sea level to a sunken World War II fishing jewel. Could be the most hazardous mission of all. We're only thinking of you, Bond. We know your fondness for the Greek islands. Oh, about the details, read on. We want you prepared for the assault : armed frogmen, missiles, mines and the like. Not to worry. Good luck, Bond. And Bon Voyage!

## **DIAMONDS ARE FOREVER:**

### **Mission/ Land on Sarafino's Oil Rig and Save Tiffany Case**

There's lots of glitz in this adventure. But all that glitters is not gold... it's diamonds! and Sarafino's got them! Black market jewelry scheme, you're sticking! Wrong. Bites attached to communications satellite, the stolen rocks can harness solar energy, create a laser beam, and destroy targets on the Earth's surface. Therefore, Bond, you simply must get Sarafino. You'll find him on an oil rig off the Pacific coast. There, he controls the diamond satellite's guidance system.

By the way, Bond, Sarafino's holding your... uh... assistant, Tiffany Case. We believe she's desperately in need of rescue.

### **The Desert**

First, you must travel rugged desert terrain in the dead of night. The desert is filled with treacherous craters that you must jump over—or else crash. As satellites pass overhead, they'll drop lasers. Lasers can destroy you on impact as well as create craters in your path. Your driving skills will be of the utmost importance in surviving lasers since it's impossible to destroy the satellites.

Craters occasionally fill with water. You may glide over the water as long as you jump back onto the land.

### **The Diamonds**

Great diamonds hang in the night sky. Hit one with your fixed angle shot to light your way (and score points). And remember that only by the light of a diamond will you be able to see Sarafino's oil rig once you reach the ocean.

### **The Ocean**

When you reach the ocean, continue to light the sky by firing diamonds. Remember, you're looking for the oil rig. Also, tossing flare bombs onto the ocean floor enables you to see Sarafino's frogman and get them before they get you. (Watch out for fire from behind.) The satellites are still active so beware!

### The Oil Rig

Sacrificial oil rig will be unfurled against the sky when you hit a diamond. When it appears, move your craft just to the left of the rig, straight up over the top of the derrick, then down to land on the helipad! When this happens, you've gotten Serrafino and saved Tiffany Case!

### Important:

If after having sighted the oil rig you're unable to hit a diamond—or if you notice that your shot disappears right after firing, this means you're about to hit the rig. Dive under it quickly and try again to accomplish the mission on the next oil rig.

Completion of this mission brings you the next with your remaining crafts.

### THE SPY WHO LOVED ME

**Mission:** Destroy Stromberg's Undersea Laboratory  
Shipping magnate Karl Stromberg used huge oil tankers to deliver nuclear submarines right out of the water. It just so happens he's captured a British sub, not to mention your fellow agent, Arja Amosov. Stromberg *must* be stopped for good. You'll find him in his undersea laboratory off the coast of Sardine.

### Mission:

Stromberg has rigged the ocean floor with deadly machines that fire into the air, turn into mushroom mines, and fall back down again. Avoid them, shoot them down, or bomb them out at the base.

### The Oil Tankers

When you see one of Stromberg's oil tankers, dive under it. From the tanker, Stromberg's trigger-happy chopper pilots will track you until their fuel runs out. When that happens, they head back to the tanker. By the way, Bond, the helicopter is indestructible.

### The Undersea Laboratory

When you see Stromberg's laboratory at the bottom of the screen, lob a flare bomb onto it. The explosion will release a capsule that carries Arja Amosov. Swing down and touch the capsule and your mission is accomplished. Stromberg is destroyed and Arja is saved.

Completion of this mission brings you the next with your remaining crafts.

### BOOKENDS

**Mission:** Destroy Three Spinning Serrafino  
Soviet industrialist Hugo Drax has concocted the ultimate scheme in international espionage: the depopulation of the Earth in order to repopulate it with his super-race. The destruction will come from Case's potent satellites that rotate through space. As they spin through the night, you must attack them from your craft's position on, above, or beneath the Moon's surface. A deceptively difficult task.

### Space shuttles

Another of Onix's brilliant (but decidedly inventions) is the Moonskier fleet of space shuttles. Launched from the ocean floor, they will destroy you on impact. And remember: when a space shuttle goes into orbit at the top of the screen, it explodes. If you miss above water when it does, you'll explode, too. How to handle a space shuttle? Blow it out at the launch pad, dodge it and submerge before it explodes or shoot it down.

### Mini-Subs

Onix simply loves submarines and he has sent a fleet of them to patrol the depths. Mini-subs release deadly mines that float to the surface. Avoid them or destroy them or they'll destroy you. And get those bothersome subs if you can, too.

Just one more thing, Bond: Make sure you clear the terrain and watch that uncomfortably shallow water.

Completion of this mission brings you the next with your traveling crate.

### FOR YOUR YES ONLY

#### **Mission: Retrieve Radio Equipment from a Sunked Fishing Trawler**

A British surveillance ship has been sunk off the Greek mainland by a WWII mine. Somewhere amid the wreckage lies a top secret ultrasonic frequency transmitter that launches ballistic missiles on command. You must find it before it falls into the hands of enemy agent Gonzalez.

### Tenues

First, the shoreline requires expert piloting to avoid the mountain peaks that rise dangerously from the ocean floor.

### Underwater Enemies

Only by the light of flare bombs can you see the enemies that lurk in the darkened waters. These include armed frogmen and the same mine-releasing mini-subs that Onix employs. You've escaped them before, you can do it again!

### Helicopters

Occasionally a helicopter comes onto the scene. Sorry, old boy, it's not one of ours. The chopper's tracking system makes it a dead-eye shot. And the radius around the gunfire explosion is a killer. Consider yourself warned!

### The Sunked Fishing Trawler

When you see the sunked trawler, maneuver your craft into the circular radio antenna in the middle of the deck. Go so, and you've retrieved the radio equipment. But if you hit any other part of the trawler, you're sunk!

Completion of this mission ends the game.

## END OF GAME

The game ends when you complete the last mission or when you lose the last craft. In either case, you'll see the final animated scene along with your final score. The following screen gives you your AGENT RATING.

To play again, simply press the RESET button, then the START button.

## AGENT RATING

The British Secret Service rates each of its agents on his or her performance at the end of each game. Our rating method is computer-analyzed and highly confidential (Enemy agents must never learn our training secrets). The highest rating in NOVICE is 90%. The highest rating in AGENT is 99%, of course!

## TWO-PLAYER GAMES

In a two-player game, players alternate as Bond. The LEFT player goes first. A player's score is displayed at the end of a turn. When one player loses all his or her crafts, he or she is out of the game. The opponent may continue to play with his or her remaining crafts.

## SCORING

Your score is displayed after the loss of each craft. Your final score appears at the end of the game.

Targets	Points
Diamond	50
Frogman	200
Ocean floor missile	100
Mushroom mine	100
Space shuttle	200
Poison Satellite	500
Mini-bob	300
Mini-sub mine	100
Mission accomplished	5,000
Each remaining craft at the end of the game	2,000

File off balloons to answer your questions or comments about *James Bond 007: Return to the Concrete Jungle*. Write to the London branch office.

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